

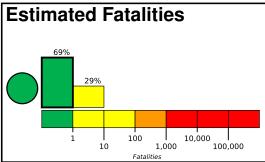


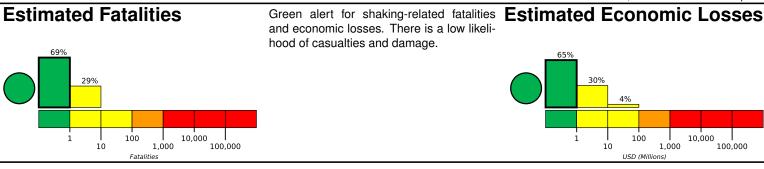


### **PAGER**

Version 2 Created: 4 hours, 34 minutes after earthquake

## **M 4.1, 7km WNW of The Geysers, CA**Origin Time: 2021-06-13 06:54:47 UTC (Sat 23:54:47 local) Location: 38.8078° N 122.8292° W Depth: 2.6 km





**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		12,739k	291k	2k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

#### Population Exposure

population per 1 sq. km from Landscan

# 124RO DANI 121.0°W Oroville 39.0°N acramento k Grove 37.8°N Fremont

#### PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/nc73573646#pager

#### **Structures**

Overall, the population in this region resides in structures that are highly resistant to earthquake shaking, though some vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

#### **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1993-09-21	395	6.0	VI(47k)	1
2003-12-22	387	6.6	VI(8k)	2
1989-10-18	210	6.9	VIII(109k)	62

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

#### Selected City Exposure

from GeoNames.org

MMI	City	Population
IV	Cobb	2k
III	Cloverdale	9k
Ш	Kelseyville	3k
Ш	Middletown	1k
Ш	Soda Bay	1k
Ш	Lower Lake	1k
I	San Francisco	805k
I	Sacramento	466k
1	San Jose	946k
I	Oakland	391k
I	Stockton	292k

bold cities appear on map.

(k = x1000)